Wii™

New SUPER MARIO BROS.™ Wii

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

SPW 2126646M1 1112/FR

[0610/UK/WW]

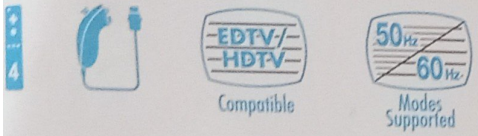
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original Nintendo Seal of Quality ™

Thank you for selecting the New SUPER MARIO BROS.™ Wii Disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® Hardware system, Disc or Accessory.

Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.



THIS GAME SUPPORTS 50 Hz (576i) AND 60 Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

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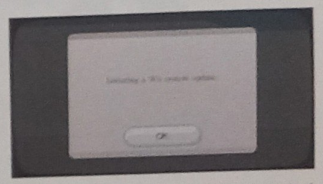
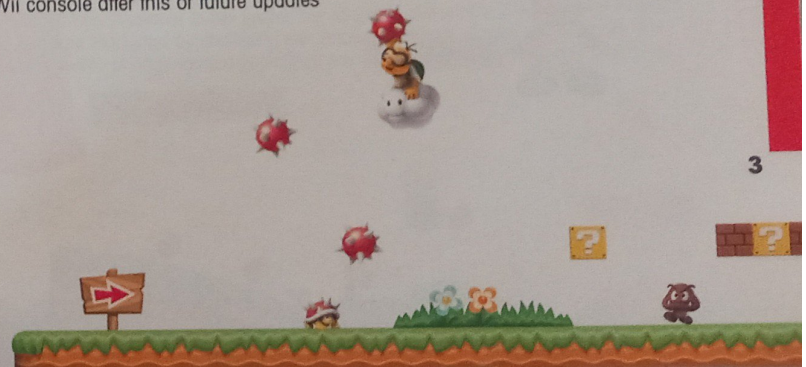
Wii Menu Update



Please note that when first loading the Disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc.

When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.



Prologue

New SUPER MARIO BROS. Wii

Today is Princess Peach's birthday,
and it's a happy time for all.
Mario, the Toads, and of course Luigi,
gather together to celebrate.

But what's this?
A humongous birthday cake just arrived!
Who could it be from?

Princess Peach is overjoyed and moves closer to the cake.

Luigi

Mario

Yellow Toad

Blue Toad

Princess Peach

What on earth!
From within the cake, Bowser Jr.
and Bowser's minions burst forth!

Bowser Jr.

Bowser's minions

In the blink of an eye, they snatch Princess Peach and make their escape in a Giant Airship...

A great panic descends on the Toads at Peach's Castle!

Mario, Luigi, Yellow Toad and Blue Toad, joined by Yoshi, set off after the Giant Airship to rescue Princess Peach.

And so, our brave companions begin a new adventure!

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Basic Controls

New SUPER MARIO BROS. Wii

New Super Mario Bros.™ Wii is controlled primarily by holding the Wii Remote™ on its side. This section will explain the controls.

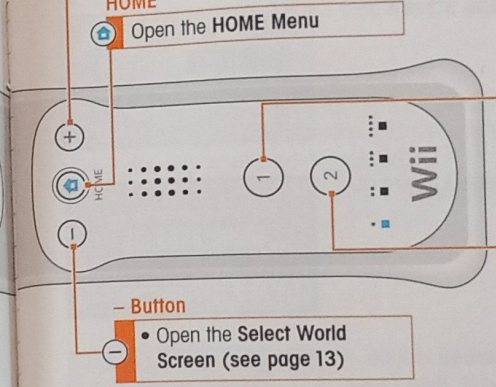
Wii Remote (Horizontal Style)

▶ The game can also be controlled using the Wii Remote and Nunchuk™ (Nunchuk Style).
▶ Please detach the Nunchuk when playing the game using the Wii Remote in Horizontal Style.

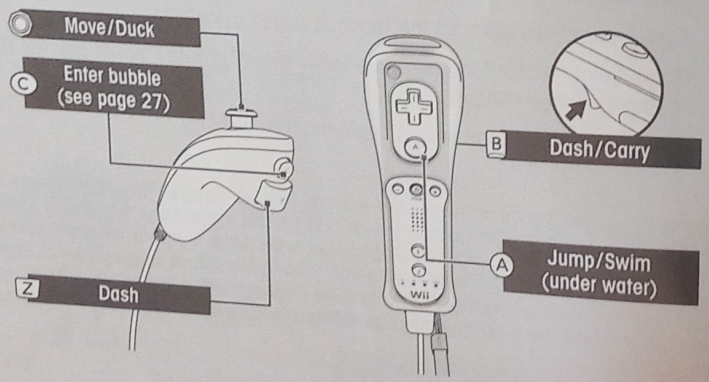
✚ Control Pad
- Move
- Duck
- Enter pipes or doors

A Button
Enter a bubble when playing with 2–4 players **(see page 27)**

▶ You cannot enter a bubble during a **Coin Battle (see pages 30–31)**.



Using the Nunchuk (Nunchuk Style)



For detailed information on in-game actions, please see pages 16–24.

Menu Controls	
✚	Choose option
1	Cancel
2	Confirm

+ Button
- Open the **Map Menu (see page 12)**
- Open the **Pause Menu (see page 15)**

HOME
Open the **HOME Menu**

1 Button
- Display items when on the **Map Screen (see page 11)**
- Dash (while left or right is being pressed on the ✚ Control Pad)

2 Button
- Jump
- Swim (under water)

– Button
- Open the **Select World Screen (see page 13)**

Shaking the Wii Remote
- Spin Jump
- Pick up (1 Button + Shaking the Wii Remote)

Tilting the Wii Remote
- Move certain platforms and lifts

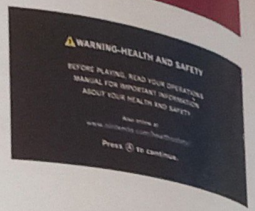
Some controls in this game require you to shake the Wii Remote up and down, or tilt it left and right.

▶ Even if the Nunchuk is being used to play the game, the Horizontal Style icon will be displayed above the character.

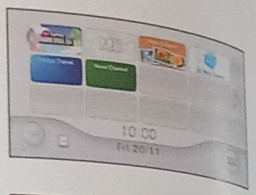
Getting Started

New SUPER MARIO BROS. Wii

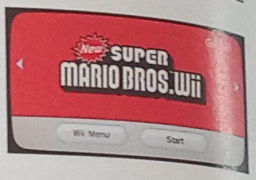
1 Insert the New Super Mario Bros. Wii Disc into the Disc Slot. The Wii console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



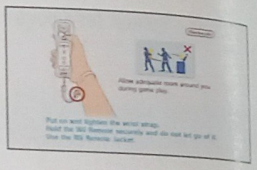
2 Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.



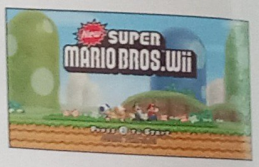
3 The **Channel Preview Screen** will be displayed. Point at START and press the A Button.



4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.



5 The **Title Screen** will be displayed.
You will mostly be holding the Wii Remote sideways to play this game.

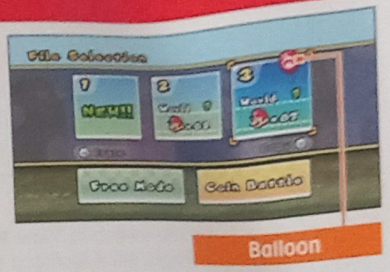


Wii Remote Configurations	Wii Operations Manual – System Setup "Using the Wii Remote"
60 Hz (480i) Mode/EDTV/ HDTV (480p) Mode	Wii Operations Manual – Channels & Settings "Wii Settings and Data Management"
Synchronising your Wii Remote with the Wii console	Wii Operations Manual – System Setup "Synchronising your Wii Remote with the Wii console"

File Selection Screen

Select a file to play. To start a new game, select a file with NEW!! displayed. To continue an existing game, use the ✚ Control Pad to select a file, then press the 2 Button to confirm your choice.

- Once you've selected a file, choose the number of players and the game will begin. You can change the number of players at any time from the **Map Menu (see page 12)**.
- If a file has Quick Save data, then the file will be marked with a balloon **(see page 12)**.

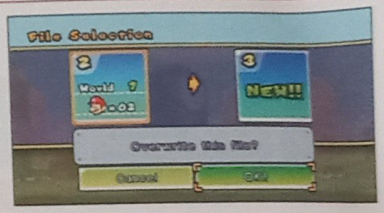


Copying and Erasing Files

To copy a file, press the + Button then select the file you would like to copy with the 2 Button, followed by the file you would like to overwrite.

To erase a file, press the – Button, select a file, then confirm your choice with the 2 Button.

- Data cannot be restored once it has been erased or overwritten.
- Quick Save data cannot be copied.



Free Mode and Coin Battle

These modes allow up to four players to play simultaneously. You can co-operate with your friends or compete to win on the course of your choice. For more details **see pages 30–31**.

- You'll need a Wii Remote for each person playing.

Saving Data

Your in-game progress will be saved to the files on the **File Selection Screen (see page 13)**. You can also quick save from the **Map Menu (see page 12)** and continue from that point the next time you play.

- When saving is in progress, please do not touch the Power Button or RESET.
- For details on how to erase files from the Wii System Memory, please refer to the Wii Operations Manual – Channels & Settings.

Game Screen

New SUPER MARIO BROS. Wii

Map Screen

Use the ✚ Control Pad to make Mario move around the map and press the 2 Button to start the course that Mario is currently standing on. To clear a course, you have to reach the goal **(see page 14)**, and to advance to the next world, you need to defeat the boss in the castle.

- Press the A Button to switch to **View Map**. Now you can use the ✚ Control Pad to move freely around the map. Press the A Button a second time to return back to normal.
- When more than one person is playing, the person controlling Mario will control the movement on the **Map Screen**.

Redeem the Star Coins you've gathered for hints and tips about the game.

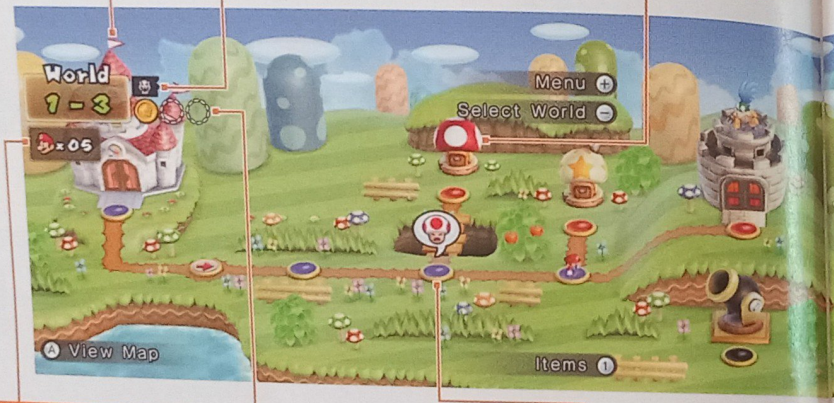
If a course has displayed, then you can start this course from the midway point **(see page 14)** instead of the start.

Play minigames for a chance to win useful items and extra lives.

Peach's Castle

Bowser Mark

Toad House



Remaining Lives

The amount of remaining lives Mario has **(see page 13)**.

Course Name and Star Coins

The name of the current course and how many Star Coins **(see pages 12, 25 and 35)** you've collected.

- Found Star Coin
- Missing Star Coin

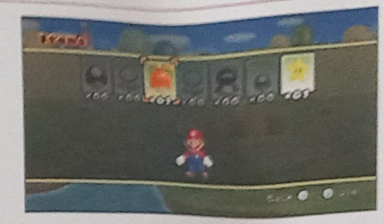
Toad Mark

If a course displays this mark, it means a Toad is stuffed inside a block somewhere. Find them and try to help them reach the goal **(see page 35)**!

Items

Press the 1 Button on the **Map Screen** to display your items. All the items you've collected, such as those from the Toad houses, will be saved here. After selecting an item, press the 2 Button to use it.

- When playing with other people **(see page 26)**, the item's effect will affect all characters.



If Mario touches a Goomba or another enemy while on the **Map Screen**, an enemy course will begin. Collect all eight Toad balloons to receive a prize.

Here you'll find Bowser's minions waiting for you.

Enemy on the map

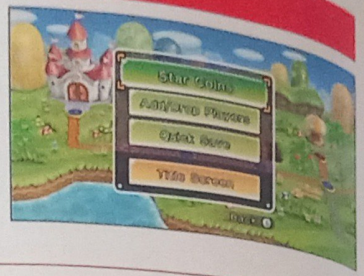
Tower/Castle

Course

- (Glowing) Course not complete yet.
- (Not glowing) A course completed with **Super Guide (see page 15)**.
- Completed course.
- Course not playable yet.

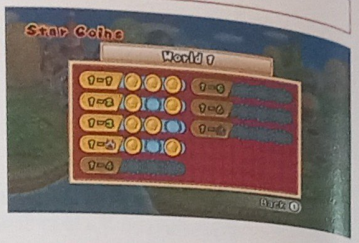
Map Menu

Press the + Button on the **Map Screen** to display the **Map Menu**. Use up and down on the ✚ Control Pad to select an option, then the 2 Button to confirm your choice.



STAR COINS

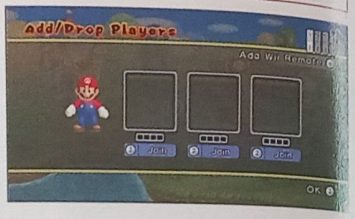
Here you can check how many Star Coins you've collected **(see page 25)**. Press left and right on the ✚ Control Pad to see how many you've collected in other worlds.



ADD/DROP PLAYERS

Change the number of players.

▶ You'll need a Wii Remote for each person playing **(see page 26)**.

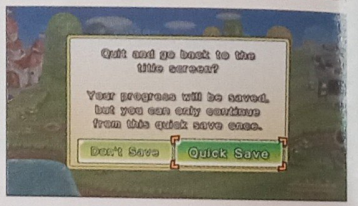


QUICK SAVE

Use this option to quit the game and create temporary save data of your progress. On the screen shown to the right, select QUICK SAVE to quit the game and make a record of your current progress.

▶ When you reload the file, the Quick Save data will be deleted. If you quit without saving after reloading a file in this way, then you will have to start from the last time you saved **(see page 13)**.

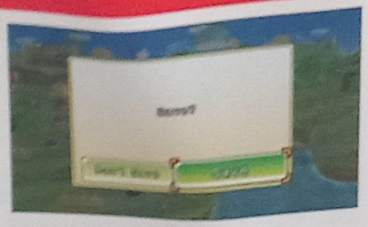
▶ When saving is in progress, please do not touch the Power Button or RESET.


Quit and go back to the title screen?
Your progress will be saved, but you can only continue from this quick save once.
Don't Save
Quick Save

Saving

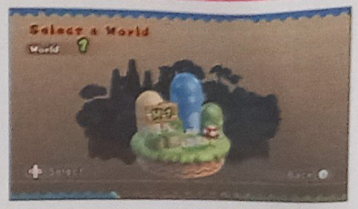
This will save your current game progress. After defeating the boss in a tower or castle, you will see the screen shown on the right. Select SAVE to make a record of your progress.

▶ After watching the ending, you can save from the **Map Screen** at any time you like.



Select World Screen

Press the – Button on the **Map Screen** to display the **Select World Screen**, where you can revisit worlds you've already been to. Use the ✚ Control Pad to select a world and then the 2 Button to confirm your choice.



Action Screen

Remaining Time

If you don't complete the level in the time remaining, you'll lose a life.

Remaining Lives

Each time you lose a life, the total will be reduced by one. If you lose your last life, then it's game over **(see page 14)**.

Coins (see page 25)

Star Coins

The total amount of Star Coins you've collected for this course.

Score

Displays your total score. You can increase your score by smashing blocks, defeating enemies and performing other actions.

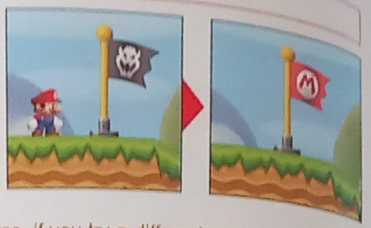
Midway Points and Goals

There are two important parts of a course: the midway point and the goal. Reach the goal to complete the course and progress with your adventure.

- Not all courses have midway points.

Midway Point (Flag)

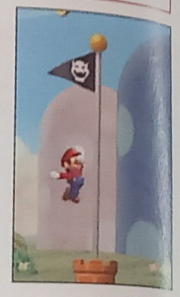
The midway point of a course is marked with a flag. If you reach the midway point, the flag will be replaced with a Mario mark. If you lose a life after successfully passing a midway point, you'll restart the course around that point.



- When Mario touches the flag, he'll become Super Mario (see page 21).
- Even if you reach the midway point on a particular course, if you try a different course or lose all your lives, you'll have to start the original course from the beginning.

Goals

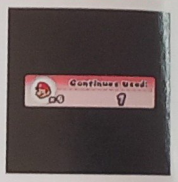
Every course has a goal at the end of it. When you reach the end of a course, face the pole and jump as high as you can. The higher you grab the pole, the more points you'll earn.



- Beware, inside each castle and tower, instead of a goal, you'll find one of Bowser's minions waiting for you!

Blunders and Game Over

Getting whacked by enemies and falling in pits makes Mario lose a life. If Mario loses all his lives, then it's game over. When you restart, you'll do so with five lives from the last time you saved.



- If you lose all your lives, the number of times you've continued will be displayed and you will be returned to the **Map Screen**.

Pause Menu

Press the + Button on the **Action Screen** to pause the game and display the **Pause Menu**. Use up and down on the ✚ Control Pad to select an option, and the 2 Button to confirm your choice.

CONTINUE

Exit the **Pause Menu** and resume play.

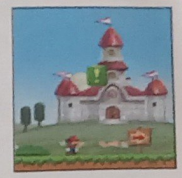
EXIT

Stop play and return to the **Map Screen**.

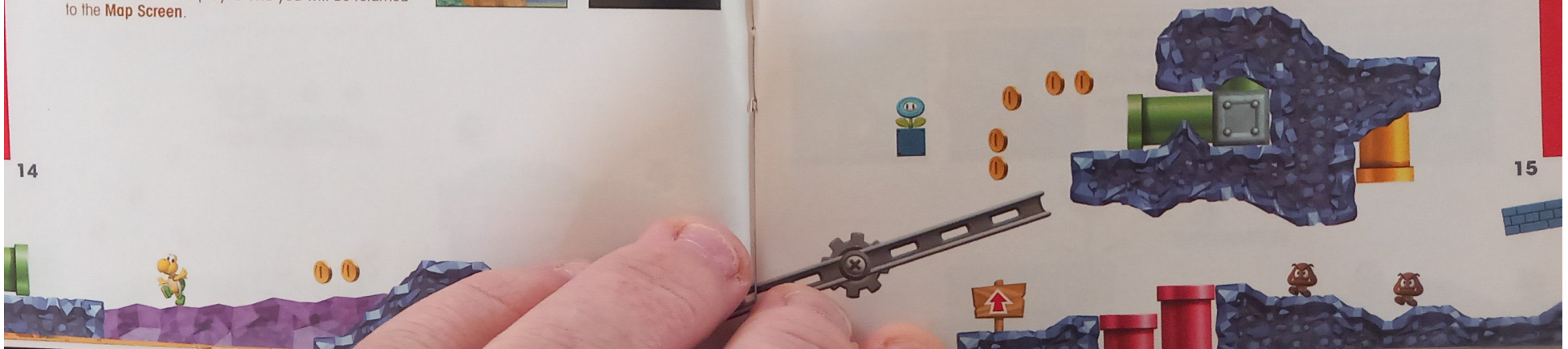
- This function can only be used on courses you've already cleared.
- Any coins or points you've collected will not be recorded if you exit the course using this option.

Super Guide

If you blunder on a particular course eight times, you will see ! appear near the beginning (or midway point if you start there) of a level. Hit ! to activate **Super Guide** and have Luigi take over from Mario and try to clear the course.



- This feature is not available in multiplayer games.
- Press the + Button during **Super Guide** to resume play and take control of Luigi.
- Coins or points collected by Luigi will not be recorded.
- If you manage to clear the level, ! will disappear.



Actions

New SUPER MARIO BROS. Wii

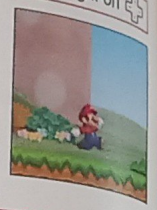
Mario's Basic Actions

This section covers the basic actions Mario can perform. These controls apply to the other characters (Luigi, Yellow Toad and Blue Toad) when two players and more are playing.

Walk

Left or Right on ✚

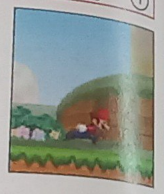
Press left or right on the ✚ Control Pad to make Mario walk.



Dash

Left or Right on ✚ + 1

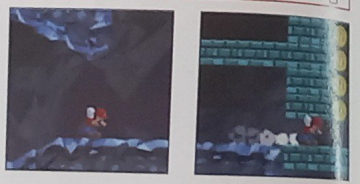
Press and hold the 1 Button while pressing left or right on the ✚ Control Pad to move from a walk to a dash.



Duck

Down on ✚

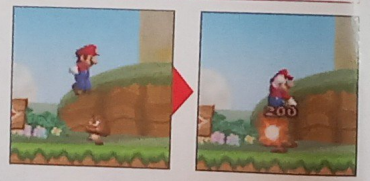
Press and hold down on the ✚ Control Pad to duck. Do this while dashing to make Mario slide for a bit while ducking.



Jump and Stomp

2

Press the 2 Button to jump. Press and release for short jumps, and press and hold for longer jumps. Jumping on top of enemies is the most basic way to attack them. If you press the 2 Button right when you land on an enemy, you'll be able to jump higher than usual.

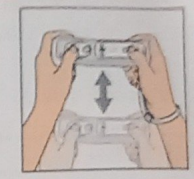


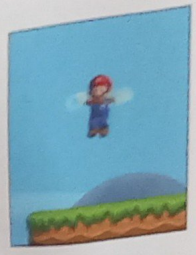
Spin Jump

Shake the Wii Remote

Shake the Wii Remote to make Mario jump and spin at the same time.

▶ If you are using the Nunchuk, please refer to the information on **page 7**.

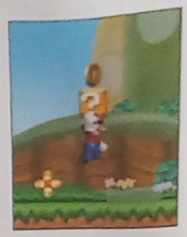




Hit Blocks from Below

2

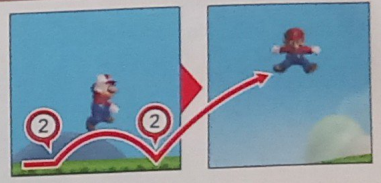
Jump while standing beneath blocks to hit (and sometimes break) them. Hitting blocks from underneath allows you to attack enemies standing on them.



Double and Triple Jumps

Dash + 2 → 2 on touch down

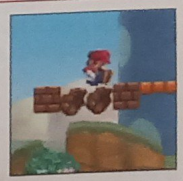
Jump while dashing, then press the 2 Button again just as Mario touches down to perform double and high triple jumps.



Ground Pound

Down on ✚ whilst mid-jump

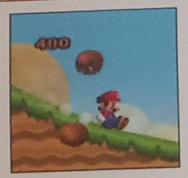
Press down on the ✚ Control Pad while jumping to perform a ground pound. Use this to attack enemies below you as well as break brick blocks. If you want to break brick blocks, Mario has to be powered up **(see page 21)**.



Slide

Down on ✚ on a slope

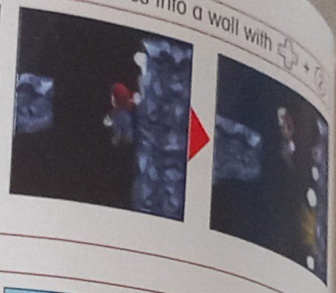
Press down on the ✚ Control Pad at the top of slopes to go slip-sliding away. Mario will attack any enemies he hits while sliding.



Wall Jump

Press into a wall with ✚ + ②

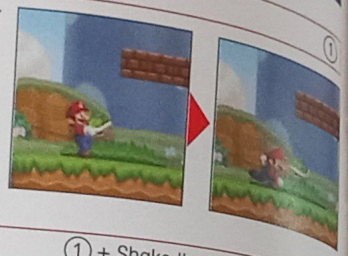
While sliding down walls, press the ✚ Control Pad in the direction of the wall and press the 2 Button to kick off the wall and jump upwards. This action can be used to reach otherwise inaccessible places.



Grab and Throw Shells

①

Hit shelled enemies to make them hide inside their shells. Then, press the 1 Button to pick them up, and release the button to throw them.

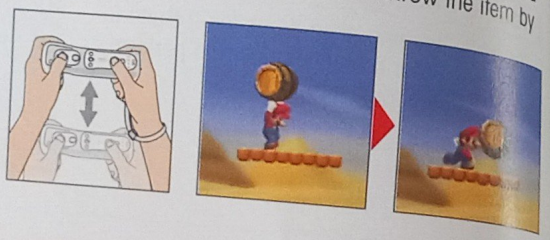


Pick up and Throw Items

① + Shake the Wii Remote

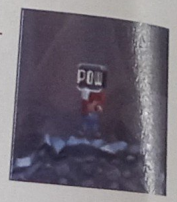
When Mario is next to a barrel or certain types of block **(see page 25)**, press and hold the 1 Button and shake the Wii Remote to pick it up. You can then throw the item by releasing the 1 Button.

▶ If you are using the Nunchuk, please refer to the information on **page 7**.



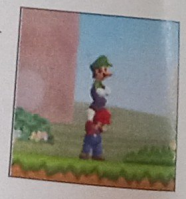
Picking up Blocks

Mario can pick up a variety of blocks and items. Try spin jumps and throwing them to see what happens.



Picking up Characters

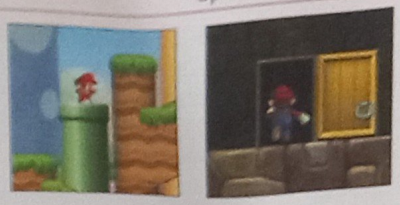
This technique can also be used to pick up other characters. Getting used to this will allow you to perform a variety of co-operative actions **(see page 28)**.



Entering Pipes and Doors

Up or Down on ✚

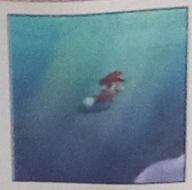
Press the ✚ Control Pad in the direction of a pipe entrance to enter it. Press up on the ✚ Control Pad to go through doors.



Swim

Left or Right on ✚ + ②

When underwater, press and hold left or right on the ✚ Control Pad and use the 2 Button to swim.

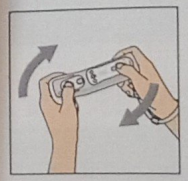


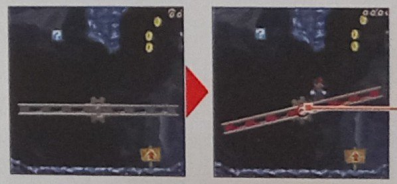
Moving Tilting Platforms

Tilt the Wii Remote

Jump on a tilting platform to display one of the marks shown below. Then, tilt the Wii Remote to make the platform tilt accordingly. When playing with other people, the mark in the centre of the platform denotes which player can control it.

▶ If you are using the Nunchuk, please refer to the information on **page 7**.





Mark
Mario
Luigi
Yellow Toad
Blue Toad

Turning Screws

Shake the Wii Remote when on a screw

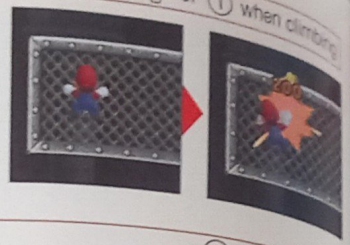
Jump on to a screw and shake the Wii Remote to raise or lower the platform and enable you to reach new areas or progress along the course.

▶ If you are using the Nunchuk, please refer to the information on **page 7**.

Climbing and Punching on Fences

✚ or 1 when climbing

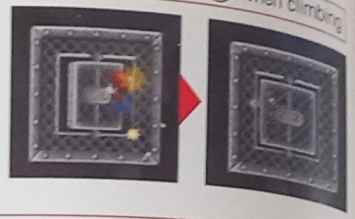
Press up on the ✚ Control Pad to start climbing a fence. While holding on, Mario can move in any direction. Press the 1 Button to make Mario punch enemies on the other side of the fence, and use the 2 Button to let go.



Turn Flip Panels

1 when climbing

Press the 1 Button on flip panels to spin them and move to the other side.



Swing on Vines

Left or Right on ✚ when holding on

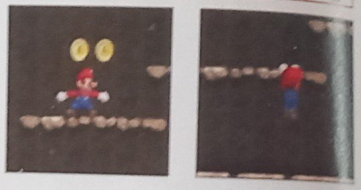
Jump to grab onto vines. Use well-timed presses of left and right on the ✚ Control Pad to swing back and forth, and use the 2 Button to let go.

Sidle on Walls / Hang and Go

Left or Right on ✚

Press left or right on the ✚ Control Pad to sidle slowly along cliffs and ledges. Mario can still make short jumps while doing this.

Press left or right on the ✚ Control Pad to move whilst hanging from ledges. Press up on the ✚ Control Pad to climb up.



Mario's Power-ups

Collecting certain items will transform Mario into one of several other forms, such as Super Mario or Fire Mario, and give him special abilities.

Mario

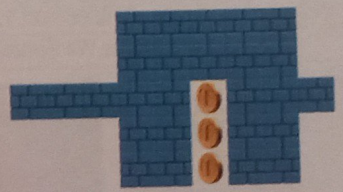
This is Mario in his standard form. If he touches an enemy, he'll lose a life.

Super Mario

Mario grows bigger and stronger when he gets a Super Mushroom. If he's hit by an enemy, he'll shrink back to standard Mario.

Fire Mario

Mario will become Fire Mario when he collects a Fire Flower. Press the 1 Button to hurl fireballs.



Propeller Mario

Mario will become Propeller Mario when he collects a Propeller Mushroom. Using the propeller, Mario can reach incredible heights.

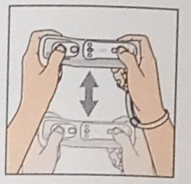
- You can't keep on climbing with a Propeller Jump.
- You must land from a Propeller Jump before you can do another.

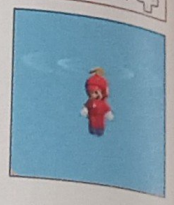
Propeller Jump and Propeller Fall

Shake the Wii Remote and Down on ✚

Shaking the Wii Remote will make Mario do a propeller jump, sending him soaring high into the air. Pressing down on the ✚ Control Pad while in mid-air, will speed up your descent to the ground and allow you to attack enemies too.

- If you are using the Nunchuk, please refer to the information on **page 7**.





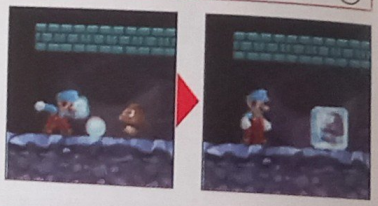
Ice Mario

Grabbing an Ice Flower will turn Mario into Ice Mario and allow him to freeze enemies by throwing ice balls at them.

Throwing Ice Balls

①

Press the 1 Button to throw ice balls. Although certain enemies will become frozen after being hit by the ice balls, they'll return to normal after a short while.

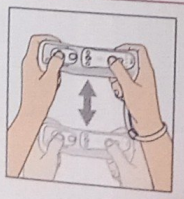


Throwing and Smashing Ice Blocks

① + Shake the Wii Remote

Shake the Wii Remote while holding the 1 Button when next to a frozen enemy to pick them up. Release the 1 Button to throw the frozen enemy. Also, try using a ground pound to smash enemies that are encased in ice.

- If you are using the Nunchuk, please refer to the information on **page 7**.



Penguin Mario

When Mario collects a penguin suit, he'll transform into Penguin Mario. Penguin Mario can move freely on ice or through water, and can also throw ice balls.

Ground Slide

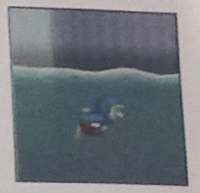
Down on ✚

Press down on the ✚ Control Pad while dashing or on a slope to perform a ground slide. Penguin Mario will defeat enemies he slides into, smash brick blocks and even skim across the surface of water too.

Swim

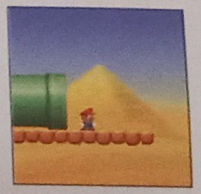
✚ + ②

Penguin Mario can swim freely in all directions by using the ✚ Control Pad. Press the 2 Button to get a burst of speed when underwater.



Mini Mario

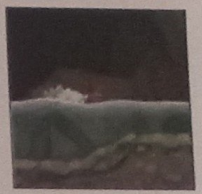
Snag a Mini Mushroom to shrink Mario down to micro size. In this teeny form, Mario's attacks aren't as powerful and he can only defeat enemies with a ground pound. However, Mini Mario can fit comfortably into small pipes and travel down tiny paths. If he gets hit by enemies though, Mini Mario's done for.



Floating Jump & Run on Water

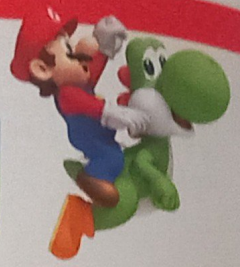
② + Left or Right on ✚

Mini Mario's jumps are longer and slower than usual. Plus, he's so light that he can walk and dash on water.



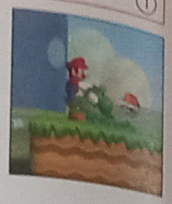
Yoshi

When riding Yoshi, the actions available to Mario will change. To mount Yoshi, simply jump on him, and to dismount, shake the Wii Remote.



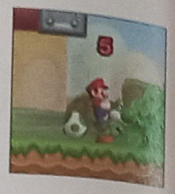
Eat & Spit

Press the 1 Button to make Yoshi extend his tongue to eat fruit, enemies or items. If Yoshi eats shelled enemies or other specific items, pressing the 1 Button again will make him spit out the contents of his maw.



Eggs

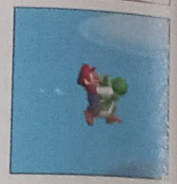
After eating five fruit, Yoshi will lay an egg containing an item.



Flutter Jump

Press and hold 2

Press the 2 Button while in the air to perform a flutter jump. This prolongs the jump and makes it longer and higher.



Taking Damage

When Mario is on Yoshi and takes damage, Yoshi will run away. Try to jump on Yoshi again, before he runs off and falls into a hole.

Items and Gimmicks

New SUPER MARIO BROS. Wii

There are plenty of items to be found within the many courses. Here's an introduction to some of them:

? Block

Hit ? Blocks to reveal coins or items.

Brick Blocks

These can be hit and destroyed. Sometimes they contain items or other things.

Super Star

Snag this to gain temporary invincibility. You'll also be able to dash and jump much farther.

1-Up Mushroom

Grab one of these to gain an extra life.

Barrel

Pick this up and throw it to defeat enemies.

Propeller Block

Perform a spin jump while carrying it to jump really high.

Light Block

This block illuminates the area around it.

Coins

Collect 100 to gain an extra life.

Star Coins

Every course contains three Star Coins. Try to collect them all!

Red Ring & Coins

Pass through a red ring to make eight red coins appear. Collect all eight within the time limit and an item will appear.

Switch Blocks

Jump on these to activate various effects. P will turn brick blocks into coins and visa versa, ? have various effects depending on the course.

POW Block

Throw it or hit it to unleash shock waves to defeat all grounded enemies on-screen, and make coins floating in the air tumble down.

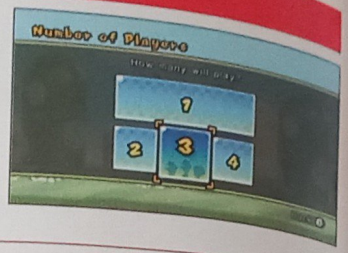
Multiplayer Game

New SUPER MARIO BROS. Wii

Number of Players and Characters

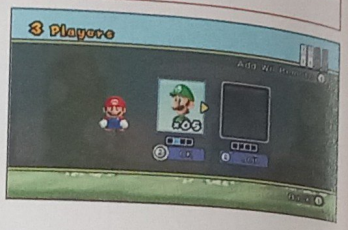
After selecting a file from the **File Selection Screen** **(see page 9)**, you can choose to play with up to three other people.

- You can change the number of players at any time from the **Map Menu** **(see page 12)**.



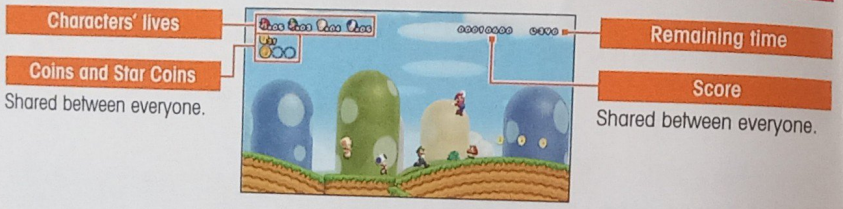
Character Select

Player 1 will control Mario. Any other players can press the 2 Button on their Wii Remote to join in and choose their character. Use left and right on the ✚ Control Pad to choose a character, and press the 2 Button to confirm your choice. When Player 1 selects START GAME, the game will begin.



- Players 2 to 4 can press the 1 Button to leave before the game begins.
- Player 1 can press the + Button to add a Wii Remote. On the **Add Wii Remote Screen**, press the 1 and 2 Buttons together on the Wii Remote you want to use to add it.

Game Screen



Blunders and Returning to the Action

When a character loses a life, their total will be reduced by one. When they have extra lives remaining, they will re-enter play in a bubble. If all characters lose lives simultaneously, you'll be returned to the **Map Screen**.

Going into a Bubble

Press the A Button to create a bubble and go inside. Characters will also re-enter play in a bubble after blundering. While inside a bubble, you won't take any damage. Shake the Wii Remote to float closer to the other characters. If the bubble is touched by another character, the bubble will burst.

- You cannot enter a bubble during a **Coin Battle** **(see pages 30–31)**.
- If everybody ends up in a bubble, or all the players are in bubbles and the remaining player loses a life, then you'll return to the **Map Screen**.
- If you are using the Nunchuk, please refer to the information on **page 7**.

Pipes and Goals

If a player enters a pipe, everyone else will move to the same place shortly afterwards. If a player reaches the goal, the others will have a short piece of time to do the same before the course ends.

Multiplayer Actions

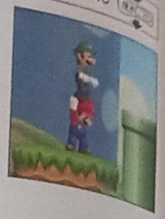
Co-operate with the other characters to perform a variety of different actions:

Player Lift

Ⓘ + Shake the Wii Remote

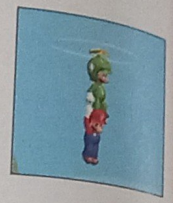
Hold the 1 Button and shake the Wii Remote while touching another character to lift them up.

▶ The character being lifted can shake their Wii Remote if they want to get off.



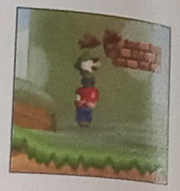
Moving

Continue holding the 1 Button to move around while still holding the other character. If the character being lifted is powered-up, they can still use their abilities, allowing for an increased level of co-operation.



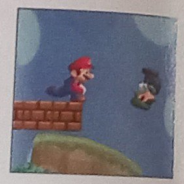
Jump

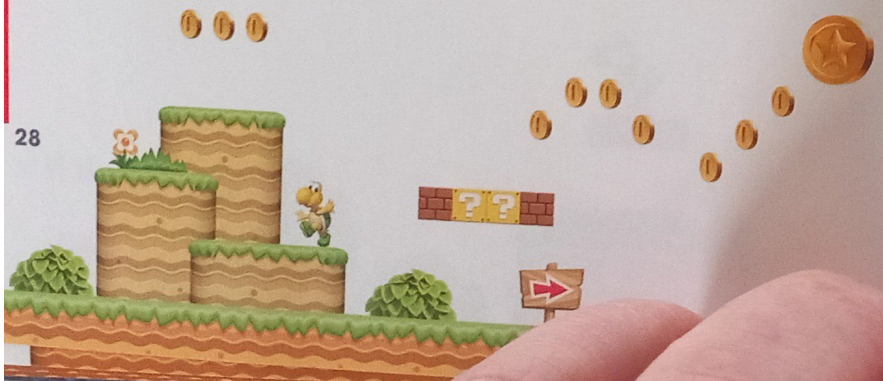
You can break brick blocks when you jump into them while lifting another character. This can be done regardless of whether either character is powered-up or not.



Player Throw

Release the 1 Button to throw the other character. Watch out for enemies and holes when you throw people around though!





Super Star

If you grab a Super Star then lift or get lifted by another character, the effects of the Super Star will affect both characters.

Co-op Jump

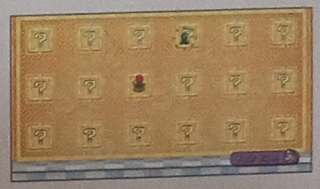
Jump on a character to hop on their head. A well-timed press of the 2 Button will let you jump higher than normal.

Synchro Ground Pound

If more than one character performs a ground pound at the same time, you can defeat all grounded enemies that are on-screen.

Toad Houses

You can play the minigames at the Toad Houses in multiplayer games too. In **Power-Up Panels**, players take it in turns to hit the panels. In **1-Up Blast**, everyone plays at the same time.



Free Mode and Coin Battle

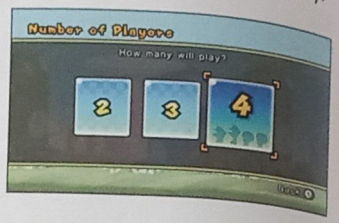
New SUPER MARIO BROS. Wii

How to play Free Mode and Coin Battle

Free Mode and **Coin Battle** are two exciting modes for 2–4 players to play simultaneously.

1 Decide the amount of players

Player 1 chooses how many people will play. Use the ✚ Control Pad to select a number, and press the 2 Button to confirm your choice.



2 Choose Characters

Player 1 must use Mario. Other players can press the 2 Button to join and then choose their character by using left and right on the ✚ Control Pad. Press the 2 Button to confirm your choice. Player 1 can then select START GAME to begin.

3 Choose Course

Player 1 chooses the course. Use the ✚ Control Pad to scroll through the courses and press the 2 Button to confirm your choice. Highlight the page title and use left and right on the ✚ Control Pad to change the page.

▶ The amount of courses you can play will change depending on how far you've advanced in the game.

Free Mode – Basic Rules

Choose any course you like and head for the goal. You're free to battle each other or co-operate.

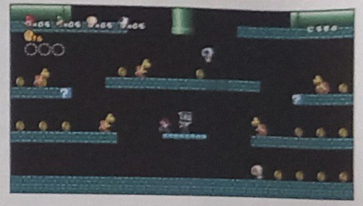
▶ Completed courses will be framed. If you return to the **Title Screen** or turn the Wii console off, then these frames will be reset.

Blunders

If all characters lose their remaining lives or everyone blunders at the same time, then you will be returned to the **Course Select Screen**.

Coin Battle – Basic Rules

Head to the goal whilst competing against the other players to collect coins. The player who collects the most coins will be declared the winner. The results will be displayed on the **Final Results Screen**.



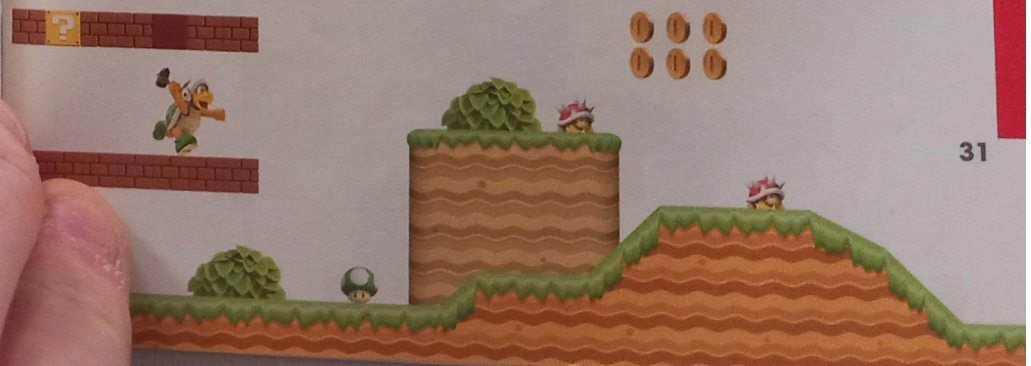
Blunders

If all characters lose their remaining lives or everyone blunders at the same time, then the **Final Results Screen** will be displayed straight away.

Final Results Screen

Players will be ranked according to the number of coins they collected. The number of victories each player has earned is shown on the bottom left of the **Course Select Screen**.

▶ The amount of victories a player has achieved will be reset upon returning to the **Title Screen** or turning the Wii console off.



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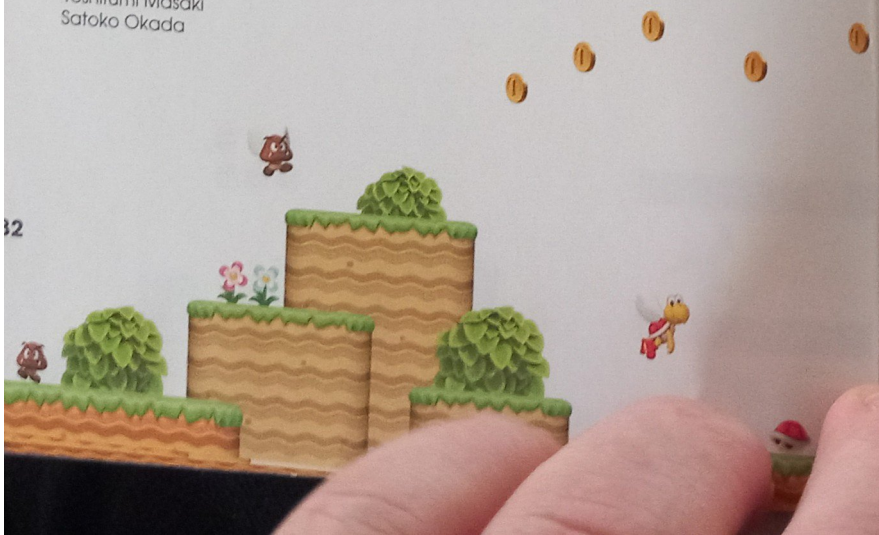

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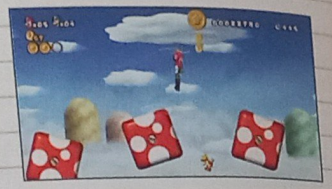
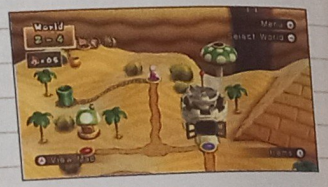
Dear Mario,

Due to my most recent kidnapping, I've had plenty of time here in lonely captivity to write you a few hints and words of inspiration that I hope will help you during your quest to save me. Be careful Mario, but hurry – this castle is so...dingy!

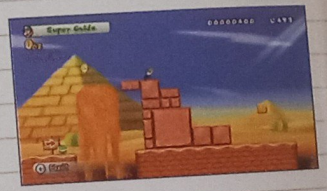
Use your famous moves!
Use all those special moves you do to grab coins and power-ups in hard to reach places. If you can't break a brick block or jump to a suspicious-looking pipe, try using a combination of moves or even a power-up.



Look for secrets!
Each course doesn't necessarily have only one goal, Mario. On some courses, there are hidden goals and secret paths that open up new areas on the map! Don't be afraid to do a bit of exploring.



Don't sweat it!
If you're having a hard time making it through a course, use **Super Guide**! If you keep making mistakes and losing lives on the same course, you can call in your brother, Luigi, to show you the way through the course. Then, you can always go back and finish the challenge yourself.

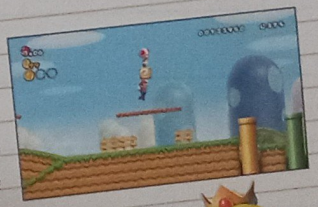


Note: You may experience playback issues with **Super Guide** and Hint Movies.

Collect Star Coins!
There are three Star Coins hidden in each course. Something good is bound to happen when you collect lots of these, Mario!

Go to Peach Castle's for a hint!
At my castle, you can spend Star Coins to watch Hint Movies. I just know they'll help you on your adventure. More Hint Movies will become available as you progress though your adventure. So be sure to visit my castle every once in a while, even if I'm not there. Oh, this is making me homesick...

Save Toads!
Some of my dear Toads have been trapped in blocks! When you get near a block that has a Toad trapped inside, you'll hear it calling out to you. When you hit the block and free the Toad, lift them up and carry them to the goal. I'm sure the Toads will give you some kind of reward for saving them...
Oh, and Mario... You can only save Toads when you're playing by yourself.



Yours faithfully,

Princess Peach

Notes

New SUPER MARIO BROS. Wii – Notes

Notes

Notes

IMPORTANT HEALTH AND SAFETY INFORMATION – READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – SEIZURES

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.

Parents should supervise children when they play video games. Stop play immediately and consult a doctor if your child or you have any of the following symptoms: **Convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation.**

To reduce the probability of a seizure when playing video games, follow these precautions:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.

⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these precautions to help avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessively long play sessions. Parents should monitor their children to ensure appropriate playing time.
- Take a break of 10 to 15 minutes every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and consult a doctor.

⚠ WARNING – PREGNANCY AND MEDICAL CONDITIONS

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity.

Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote.

⚠ CAUTION – MOTION SICKNESS

Playing video games can cause motion sickness in some players. Stop playing immediately if you experience dizziness, nausea, fatigue, motion sickness or similar symptoms, or if you experience discomfort in your eyes, hands or arms, or otherwise feel unwell at any time during game play. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION – USE THE Wii REMOTE WRIST STRAP

Always keep a firm grip on the Wii Remote and Nunchuk controller (if being used). Use the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

DISC USAGE PRECAUTIONS

Please read and follow the guidelines listed below when using Wii or Nintendo GameCube Discs in the Wii console. Failure to do so may result in damage to your Wii console or Discs.

- To avoid pinching your finger, do not load the Disc with your finger in the hole. Always handle the Disc by the edges.
- Do not touch the bottom unprinted surface of the Disc. Always handle the Disc by the edges.
- Do not use cracked, damaged or repaired Discs.
- Do not bend or put excessive pressure on Discs when loading into the Wii console.
- Do not leave Discs in direct sunlight or expose them to high temperatures, high humidity or dust, dirt or other contaminates.
- When not using Discs, store them in their cases to prevent them from getting scratched, dirty or damaged.
- Do not write on, or place stickers on any part of the Disc.
- If a Disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the Disc with a soft, slightly damp cotton cloth (use water only). Clean the Disc from the centre towards the edges; do not use a circular motion.

PLEASE ALSO READ THE Wii OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii CONSOLE, DISCS OR ACCESSORIES. THIS MANUAL IS INCLUDED WITH YOUR Wii CONSOLE AND CONTAINS FURTHER IMPORTANT HEALTH AND SAFETY INFORMATION.

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